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L8	152	((crowd or herd or group) adj movement) and arrange\$5 and rule	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/01 17:04
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L10	1	((crowd or herd or group) adj movement) and arrange\$5 and rule and (computer adj games)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/02/01 17:54

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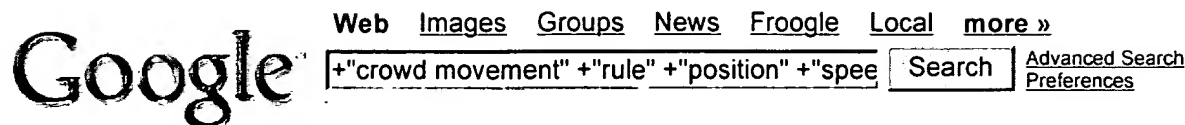
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... part of a crowd; and a **crowd movement** process for ... 1 in accordance with a predetermined arrangement **rule**; determining a ... a mode 262, a presence **position** 263, and ...

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... interest and attraction, thus **crowd movement**, as a ... direction following the basic

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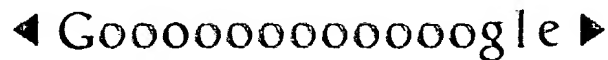
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to attain normal walking **speed**, and to pass and avoid others. ... The venue should allow adequate regulation of **crowd movement**, such as adequate exiting ...

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 Velastin, S.A.; Yin, J.H.; Davies, A.C.; Vicencio-Silva, M.A.; Allsop, R.E.; Penn Image Processing for Transport Applications, IEE Colloquium on 9 Dec 1993 Page(s):8/1 - 8/6
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 Galati, G.; Ferri, M.; Marti, F.; Telesystems Conference, 1994. Conference Proceedings., 1994 IEEE National 26-28 May 1994 Page(s):223 - 228
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Computer Animation, 1999. Proceedings
26-29 May 1999 Page(s):92 - 98**Abstract:**

We describe a setup using a surround screen environment (Extended Virtual Environment) that we used to explore group interaction in real and virtual space. We have created a framework to explore different modes of group interaction, the position and motion of users are tracked using a vision-based interface that allows the activities of real crowds to be virtual space, we use a simple behavioural animation system that serves as a testbed for group and crowd behaviour. Exploring different kinds of dynamic relationships between groups gives insight to possible directions of group interaction

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